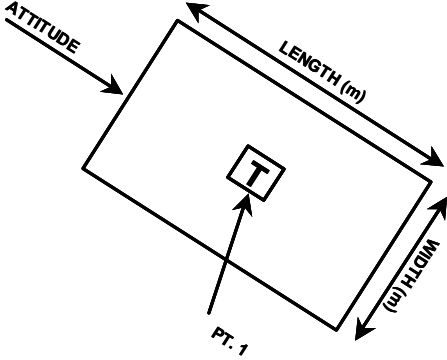
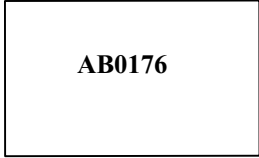


SYMBOLGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
CHANGE PROPOSAL NUMBER		MIL01-07	
ORIGINATOR	SPONSOR	DATE RECEIVED	DATE OF ACTION
PM FATDS	ARMY	July 25, 2001	July 24, 2003
CHANGE PROPOSAL TITLE			
CHANGE SYMBOL, RECTANGULAR TARGET			
SUGGESTED CHANGE			
<p>The Fire Support community has a requirement to change a symbol in MIL-STD-2525B.</p> <ol style="list-style-type: none"> <li>1. Change is required to the Rectangular Target to make it a scalable area symbol that correctly depicts the size and the area covered within a rectangular shaped target area.</li> <li>2. Recommend changes to hierarchy item 2.X.4, Fire Support, under the “Areas”, “Area Targets” hierarchy, 2.X.4.3.1.1 (Rectangular Target), figure B-17, and table B-IV.</li> <li>3. Recommend the current Rectangular Target (point symbol) be removed from hierarchy 2.X4, Fire Support, under the “Point” hierarchy, 2.X.4.1, figure B-17, and Table B-IV after this change proposal is approved.</li> </ol> <p style="text-align: center;">OVERVIEW:</p> <p>The current Rectangular Target is a static point symbol, not a scalable area symbol that correctly depicts a rectangular target I.A.W. Fire Support doctrine. This is potentially a serious safety issue for ground forces. The current Rectangular Target symbol does not graphically show the correct size and/or orientation of a Rectangular target on a map, in relation to ground truth. When map display scales are changed, the current Rectangular Target symbol does not change in size. This could cause a commander to move a unit into a targeted area, as the symbol currently does not graphically symbolize the size and boundaries of the target. The Rectangular Target, as currently depicted in the standard, does not contain the data elements required to construct this symbol when formatted messages transmit Rectangular Target data. Incorporation into MIL-STD-2525B, which will be used in JMTK and GSD, will allow the symbols to be transmitted, received, and correctly displayed by all battlefield systems. The Rectangular Target is a required symbol for use in the COP/CTP to be shared across the battlefield. The development of the COP/CTP is required of all ABCS component systems. Fire Support systems are the producer of Rectangular Target for the COP/CTP. Fire Support systems will retain this capability for fielding throughout the Army and USMC.</p> <p style="text-align: center;">OPERATIONAL DESCRIPTION</p> <p>In general, the Rectangular Target symbol is used by ground forces to designate an enclosed rectangular area of the battlefield that has been targeted. The following information is required to define a Rectangular Target: one (1) point location (the center grid coordinate), the Target Length in meters, the Target Width in meters, and the Target Attitude in mils, to graphically display a Rectangular Target. The minimum information required to interoperate with another system is defined below.</p> <p style="text-align: center;">IMPLEMENTATION</p> <p>Description: <b>Fire Support, Areas, Area Targets, Rectangular Target</b></p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one (1) anchor point to define the center of the area.</li> <li>2. Size/Shape. Size: as determined by the anchor point, the target length (in meters), and target width (in meters). A rectangular target is wider and longer than 200 meters. The information fields should be moveable and scaleable within the area. Shape: rectangle.</li> <li>3. Orientation. As determined by the Target Attitude (in mils).</li> </ol> <p>Fixed/Dynamic: Dynamic</p> <p>Hierarchy: 2.X.4.3.1.1</p>			

SYMBOLGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
CHANGE PROPOSAL NUMBER		MIL01-07	
ORIGINATOR	SPONSOR	DATE RECEIVED	DATE OF ACTION
PM FATDS	ARMY	July 25, 2001	July 24, 2003
CHANGE PROPOSAL TITLE			
CHANGE SYMBOL, RECTANGULAR TARGET			
<p>Symbol ID: G*F*ATR---****X</p> <div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;"> <p><u>Tactical Graphic:</u></p>  </div> <div style="text-align: center;"> <p><u>Example:</u></p>  </div> </div>			
JIEO ANALYSIS			
<p><b>OVERVIEW:</b> The proposed CP fulfills a need expressed by the Army to graphically show the correct size and/or orientation of a rectangular target on a map, in relation to ground truth. This CP corrects faults in MIL-STD-2525B which had this defined as a static point symbol. It allows for the rectangular target to display the data elements required to construct this symbol when formatted messages transmit Rectangular Target data. Hierarchy and Symbol ID conform to the approved Hierarchy and Symbol ID from SSMC 2-01.</p> <p><b>POTENTIAL CONFLICTS WITH EXISTING SYMBOLGY:</b> None known.</p> <p><b>CONFORMANCE TO SYMBOL GUIDELINES:</b> The proposed rectangular target symbol follows rules concerning composition, construction, display and transmission previously set forth in the standard.</p> <p><b>ADEQUACY AND IMPACT ON OTHER PROGRAMS:</b> If approved, the additions made to MIL-STD-2525 symbol identifiers must be provided to VMF standard's community for review and action as appropriate.</p>			
C/S/A COMMENTS			
DECISION NOTICE			
Approved at SSMC 2-03.			

Tasks:

1. Modify Figure B-17 to reflect new hierarchy structure (Figure B-17 becomes Figures B-17.1 and B-17.2) and addition of new Fire Support graphics.

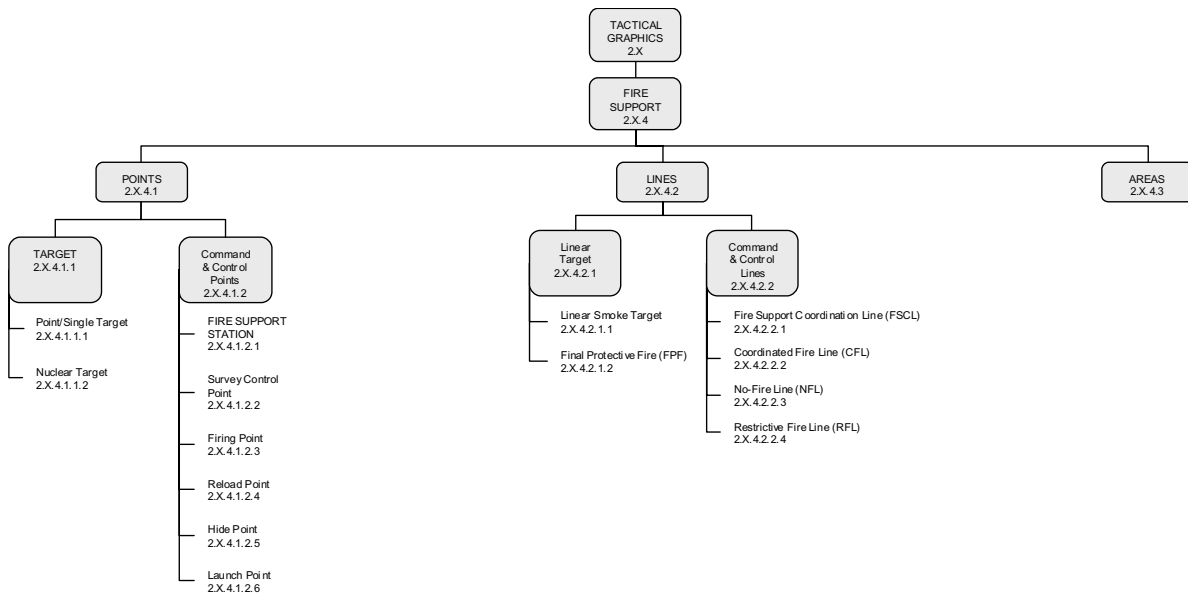


Figure B-17.1. Fire Support.

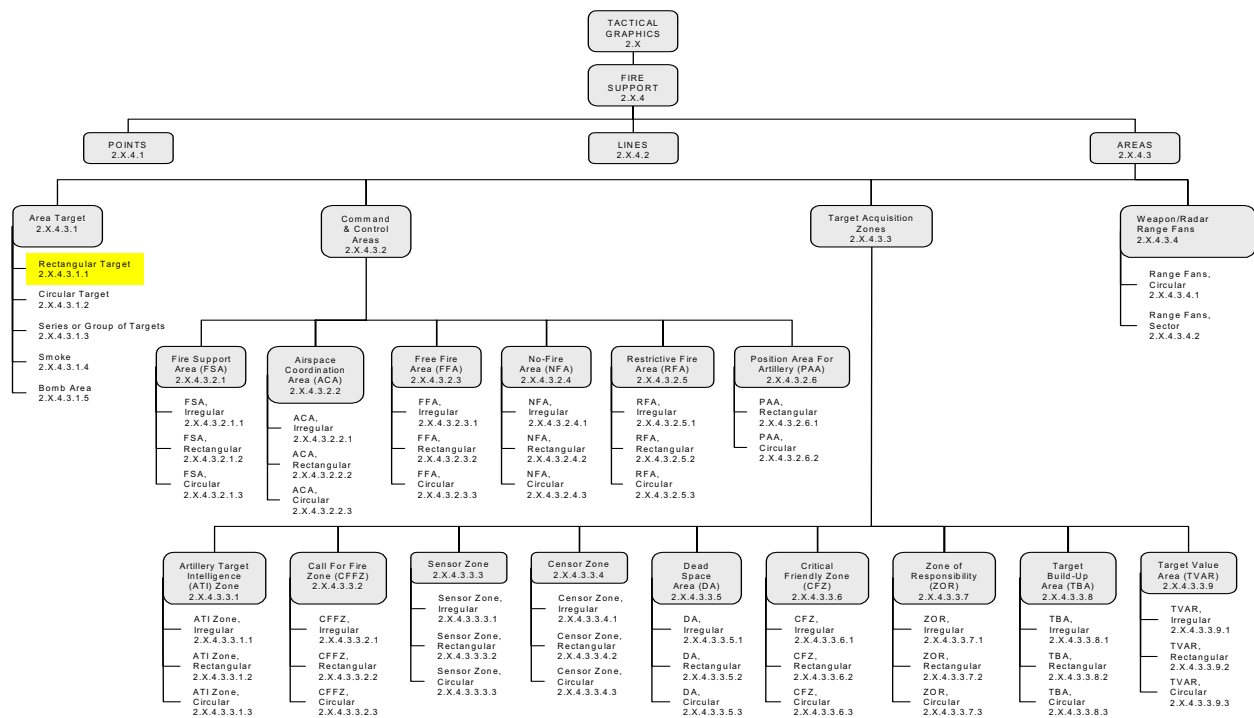


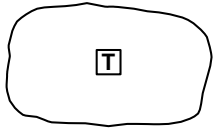

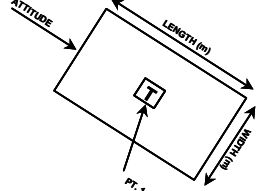
Figure B-17.2. Fire Support.

2. Modify Table B-III to reflect restructured hierarchy numbers, provide new symbol IDs for restructured graphics and addition of new graphics' hierarchy numbers and symbol IDs.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4	G	*	F	*	--	--	--	**	**	X	FIRE SUPPORT POINT
2.X.4.1	G	*	F	*	P-	--	--	**	**	X	TARGET
2.X.4.1.1	G	*	F	*	PT	--	--	**	**	X	POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT	N-	--	**	**	X	NUCLEAR TARGET
2.X.4.1.2	G	*	F	*	PC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.1.2.1	G	*	F	*	PC	F-	--	**	**	X	FIRE SUPPORT STATION
2.X.4.1.2.2	G	*	F	*	PC	S-	--	**	**	X	SURVEY CONTROL POINT (SCP)
2.X.4.1.2.3	G	*	F	*	PC	B-	--	**	**	X	FIRING POINT
2.X.4.1.2.4	G	*	F	*	PC	R-	--	**	**	X	RELOAD POINT
2.X.4.1.2.5	G	*	F	*	PC	H-	--	**	**	X	HIDE POINT
2.X.4.1.2.6	G	*	F	*	PC	L-	--	**	**	X	LAUNCH POINT
2.X.4.2	G	*	F	*	L-	--	--	**	**	X	LINES
2.X.4.2.1	G	*	F	*	LT	--	--	**	**	X	LINEAR TARGET
2.X.4.2.1.1	G	*	F	*	LT	S-	--	**	**	X	LINEAR SMOKE TARGET
2.X.4.2.1.2	G	*	F	*	LT	F-	--	**	**	X	FINAL PROTECTIVE FIRE (FPF)
2.X.4.2.2	G	*	F	*	LC	--	--	**	**	X	COMMANDAND CONTROL
2.X.4.2.2.1	G	*	F	*	LC	F-	--	**	**	X	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.4.2.2.2	G	*	F	*	LC	C-	--	**	**	X	COORDINATED FIRE LINE (CFL)
2.X.4.2.2.3	G	*	F	*	LC	N-	--	**	**	X	NO-FIRE LINE (NFL)
2.X.4.2.2.4	G	*	F	*	LC	R-	--	**	**	X	RESTRICTIVE FIRE LINE (RFL)
2.X.4.3	G	*	F	*	A-	--	--	**	**	X	AREAS
2.X.4.3.1	G	*	F	*	AT	--	--	**	**	X	AREA TARGET
2.X.4.3.1.1	G	*	F	*	AT	R-	--	**	**	X	RECTANGULAR TARGET
2.X.4.3.1.2	G	*	F	*	AT	C-	--	**	**	X	CIRCULAR TARGET
2.X.4.3.1.3	G	*	F	*	AT	G-	--	**	**	X	SERIES OR GROUP OF TARGETS
2.X.4.3.1.4	G	*	F	*	AT	S-	--	**	**	X	SMOKE
2.X.4.3.1.5	G	*	F	*	AT	B-	--	**	**	X	BOMB AREA
2.X.4.3.2	G	*	F	*	AC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.3.2.1	G	*	F	*	AC	S-	--	**	**	X	FIRE SUPPORT AREA (FSA)
2.X.4.3.2.1.1	G	*	F	*	AC	SI	--	**	**	X	FIRE SUPPORT AREA (FSA), IRREGULAR
2.X.4.3.2.1.2	G	*	F	*	AC	SR	--	**	**	X	FIRE SUPPORT AREA (FSA), RECTANGULAR
2.X.4.3.2.1.3	G	*	F	*	AC	SC	--	**	**	X	FIRE SUPPORT AREA (FSA), CIRCULAR
2.X.4.3.2.2	G	*	F	*	AC	A-	--	**	**	X	AIRSPACE COORDINATION AREA (ACA)
2.X.4.3.2.2.1	G	*	F	*	AC	AI	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), IRREGULAR
2.X.4.3.2.2.2	G	*	F	*	AC	AR	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), RECTANGULAR
2.X.4.3.2.2.3	G	*	F	*	AC	AC	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), CIRCULAR
2.X.4.3.2.3	G	*	F	*	AC	F-	--	**	**	X	FREE FIRE AREA (FFA)
2.X.4.3.2.3.1	G	*	F	*	AC	FI	--	**	**	X	FREE FIRE AREA (FFA), IRREGULAR
2.X.4.3.2.3.2	G	*	F	*	AC	FR	--	**	**	X	FREE FIRE AREA (FFA), RECTANGULAR
2.X.4.3.2.3.3	G	*	F	*	AC	FC	--	**	**	X	FREE FIRE AREA (FFA), CIRCULAR
2.X.4.3.2.4	G	*	F	*	AC	N-	--	**	**	X	NO-FIRE AREA (NFA)
2.X.4.3.2.4.1	G	*	F	*	AC	NI	--	**	**	X	NO-FIRE AREA (NFA), IRREGULAR
2.X.4.3.2.4.2	G	*	F	*	AC	NR	--	**	**	X	NO-FIRE AREA (NFA), RECTANGULAR
2.X.4.3.2.4.3	G	*	F	*	AC	NC	--	**	**	X	NO-FIRE AREA (NFA). CIRCULAR

DESCRIPTION	ORDER OF BATTLE	COUNTRY CODE	SIZE/MOBILITY	FUNCTION ID	STATUS	CATEGORY	AFFILIATION	CODE SCHEME	HIERARCHY
RESTRICTIVE FIRE AREA (RFA)	X	**	**	AC R- --	*	F	*	G	2.X.4.3.2.5
RESTRICTIVE FIRE AREA (RFA), IRREGULAR	X	**	**	AC RI --	*	F	*	G	2.X.4.3.2.5.1
RESTRICTIVE FIRE AREA (RFA), RECTANGULAR	X	**	**	AC RR --	*	F	*	G	2.X.4.3.2.5.2
RESTRICTIVE FIRE AREA (RFA), CIRCULAR	X	**	**	AC RC --	*	F	*	G	2.X.4.3.2.5.3
POSITION AREA FOR ARTILLERY (PAA)	X	**	**	AC P- --	*	F	*	G	2.X.4.3.2.6
POSITION AREA FOR ARTILLERY (PAA), RECTANGULAR	X	**	**	AC PR --	*	F	*	G	2.X.4.3.2.6.1
POSITION AREA FOR ARTILLERY (PAA), CIRCULAR	X	**	**	AC PC --	*	F	*	G	2.X.4.3.2.6.2
TARGET ACQUISITION ZONES	X	**	**	AZ -- --	*	F	*	G	2.X.4.3.3
ARTILLERY TARGET INTELLIGENCE (ATI) ZONE	X	**	**	AZ I- --	*	F	*	G	2.X.4.3.3.1
ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, IRREGULAR	X	**	**	AZ II --	*	F	*	G	2.X.4.3.3.1.1
ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, RECTANGULAR	X	**	**	AZ IR --	*	F	*	G	2.X.4.3.3.1.2
ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, CIRCULAR	X	**	**	AZ IC --	*	F	*	G	2.X.4.3.3.1.3
CALL FOR FIRE ZONE (CFFZ)	X	**	**	AZ X- --	*	F	*	G	2.X.4.3.3.2
CALL FOR FIRE ZONE (CFFZ), IRREGULAR	X	**	**	AZ XI --	*	F	*	G	2.X.4.3.3.2.1
CALL FOR FIRE ZONE (CFFZ), RECTANGULAR	X	**	**	AZ XR --	*	F	*	G	2.X.4.3.3.2.2
CALL FOR FIRE ZONE (CFFZ), CIRCULAR	X	**	**	AZ XC --	*	F	*	G	2.X.4.3.3.2.3
SENSOR ZONE	X	**	**	AZ S- --	*	F	*	G	2.X.4.3.3.3
SENSOR ZONE, IRREGULAR	X	**	**	AZ SI --	*	F	*	G	2.X.4.3.3.3.1
SENSOR ZONE, RECTANGULAR	X	**	**	AZ SR --	*	F	*	G	2.X.4.3.3.3.2
SENSOR ZONE, CIRCULAR	X	**	**	AZ SC --	*	F	*	G	2.X.4.3.3.3.3
CENSOR ZONE	X	**	**	AZ C- --	*	F	*	G	2.X.4.3.3.4
CENSOR ZONE, IRREGULAR	X	**	**	AZ CI --	*	F	*	G	2.X.4.3.3.4.1
CENSOR ZONE, RECTANGULAR	X	**	**	AZ CR --	*	F	*	G	2.X.4.3.3.4.2
CENSOR ZONE, CIRCULAR	X	**	**	AZ CC --	*	F	*	G	2.X.4.3.3.4.3
DEAD SPACE AREA (DA)	X	**	**	AZ D- --	*	F	*	G	2.X.4.3.3.5
DEAD SPACE AREA (DA), IRREGULAR	X	**	**	AZ DI --	*	F	*	G	2.X.4.3.3.5.1
DEAD SPACE AREA (DA), RECTANGULAR	X	**	**	AZ DR --	*	F	*	G	2.X.4.3.3.5.2
DEAD SPACE AREA (DA), CIRCULAR	X	**	**	AZ DC --	*	F	*	G	2.X.4.3.3.5.3
CRITICAL FRIENDLY ZONE (CFZ)	X	**	**	AZ F- --	*	F	*	G	2.X.4.3.3.6
CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR	X	**	**	AZ FI --	*	F	*	G	2.X.4.3.3.6.1
CRITICAL FRIENDLY ZONE (CFZ), RECTANGULAR	X	**	**	AZ FR --	*	F	*	G	2.X.4.3.3.6.2
CRITICAL FRIENDLY ZONE (CFZ), CIRCULAR	X	**	**	AZ FR --	*	F	*	G	2.X.4.3.3.6.3
ZONE OF RESPONSIBILITY (ZOR)	X	**	**	AZ Z- --	*	F	*	G	2.X.4.3.3.7
ZONE OF RESPONSIBILITY (ZOR), IRREGULAR	X	**	**	AZ ZI --	*	F	*	G	2.X.4.3.3.7.1
ZONE OF RESPONSIBILITY (ZOR), RECTANGULAR	X	**	**	AZ ZR --	*	F	*	G	2.X.4.3.3.7.2
ZONE OF RESPONSIBILITY (ZOR), CIRCULAR	X	**	**	AZ ZC --	*	F	*	G	2.X.4.3.3.7.3
TARGET BUILD-UP AREA (TBA)	X	**	**	AZ B- --	*	F	*	G	2.X.4.3.3.8
TARGET BUILD-UP AREA (TBA), IRREGULAR	X	**	**	AZ BI --	*	F	*	G	2.X.4.3.3.8.1
TARGET BUILD-UP AREA (TBA), RECTANGULAR	X	**	**	AZ BR --	*	F	*	G	2.X.4.3.3.8.2
TARGET BUILD-UP AREA (TBA), CIRCULAR	X	**	**	AZ BC --	*	F	*	G	2.X.4.3.3.8.3
TARGET VALUE AREA (TVAR)	X	**	**	AZ V- --	*	F	*	G	2.X.4.3.3.9
TARGET VALUE AREA (TVAR), IRREGULAR	X	**	**	AZ VI --	*	F	*	G	2.X.4.3.3.9.1
TARGET VALUE AREA (TVAR), RECTANGULAR	X	**	**	AZ VR --	*	F	*	G	2.X.4.3.3.9.2
TARGET VALUE AREA (TVAR), CIRCULAR	X	**	**	AZ VC --	*	F	*	G	2.X.4.3.3.9.3
WEAPON/RADAR RANGE FAN	X	**	**	AX -- --	*	F	*	G	2.X.4.3.4
WEAPON/RADAR RANGE FAN, CIRCULAR	X	**	**	AX C- --	*	F	*	G	2.X.4.3.4.1
WEAPON/RADAR RANGE FAN, SECTOR	X	**	**	AX S- --	*	F	*	G	2.X.4.3.4.2

3. Modify and amend Table B-IV as needed to agree with Figure B-17.1, B-17.2 and Table B-III as shown above.

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
FIRE SUPPORT AREAS	N/A	2.X.4.3	
FIRE SUPPORT AREAS AREA TARGET  <u>Parameters</u>  1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. The radius is defined in meters.  2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.  3. Orientation. Not applicable.	D	2.X.4.3.1	
		G*FPAT---- ***X	
		Example	
FIRE SUPPORT AREAS AREA TARGET RECTANGULAR TARGET  <u>Parameters</u>  1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. The radius is defined in meters.  2. Size/Shape. Size: as determined by the anchor points, the target length (in meters), the target width (in meters). A rectangular target is wider and longer than 200 meters. The information fields should be moveable and scaleable within the area. Shape: rectangle.  3. Orientation. The graphic is typically centered over the desired location.	D	2.X.4.3.1.1	
		G*FPATR--- ***X	
		Example	